

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
 General Style: Sound
Responses: cue-bid = Forcing raise; Jump Raises = PRE; Jump Shift = Pre-emptive; simple raises = constructive
 New suit = Forcing
 Reopening: same

INT OVERCALL (2nd/4th Live; Responses; Reopening)
 2nd pos = 16-18 HCP; Responses: as over INT opening
 4th pos = 10-14 HCP; Responses as over INT opening
 2NT reopen = 20-21 HCP, balanced

JUMP OVERCALLS (Style; Responses; Unusual NT)
 Weak one-suiter (6-card)
 2NT = 2 lower suits (5+5)
 Resp: CUE = F, suit = NAT NF;

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
 DIRECT: Michael's CUE: ♠+♠ over minor, OM+m over M; ♣+♣ Responses: all jump in known suits are pre-emptive.
 Reopen: any good two suits reopening same as direct.

VS. NT (vs. Strong/Weak; Reopening; PH)
 Dbl-Penalty Oriented **DONT**
 2♣ = ♠+♠; then 2♦ = equal majors.
 Other: natural

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
 DBL = T/O thru 4♥

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
 DBL = ♠+♠, NT = ♠+♦

OVER OPPONENTS' TAKEOUT DOUBLE
 2NT=FT, limit+; RDBL = 9+ HCP, without good fit
 1-level = F; 2-level = NF; jump raises = PRE;
 Jump Shift = NF

LEADS AND SIGNALS

OPENING LEADS STYLE

Lead	In Partner's Suit
2nd/4th	xxx if not supported
2nd/4th	same
M.U.D.	same
Others:	

LEADS

Vs. Suit	Vs. NT
AKx (+), Ax(+)	AK; AKx(+)
Kx, AK, KQ(+)	KQ(+); AKJT(x); KQT9(+)
Qx, QJ(+)	QJT(+), QJ9(+)
Jx, JT(+); KJT(+)	same, AJ10(+)
Tx, T9x; HT9(+); T9;	Same
9x, 98(+)	same
Sx; xSx;	Sx; xSxx;
HxS, HxxS (+), xSxx	

SIGNALS IN ORDER OF PRIORITY

Partner's Lead	Declarer's Lead	Discarding
1 High = Encourage	same	same
2 High = Even		
3 S/P		
1 High = Encourage	Same	Same
2 High = Even		
3 S/P		

Signals (including Trumps):
 Echo in trump suit shows ability to ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
 May be light 10+ with classic shape, otherwise strong hand.
 Responses: NAT. CUE-BID = F until a suit is bid twice;
 new suit after CUE = FI

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
 Responsive Dbl: After T/O Dbl thru 4♥; after o/call thru 4♠
 Negative Double suggest 4OM. 1♠-(1♦)-DBL = 4-4 Maj's.

W B F SYSTEM CARD

CATEGORY: Green
NCBO: ISRAEL
PLAYERS: ALL PLAYERS
EVENT:

Israel Standard System Card

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural, 5 card Majors
 Longer Minor - 1♠ if 3-3
 Limit jump raise over majors
 INT responses = non forcing
 INT opening: 15-17
 2 over 1 response: promises rebid

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2♣ Opening = strong, near FG - any suit(s) any shape
 2♦ Opening = Weak ♠ 6+ (6-10 HCP)
 2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
 3NT opening = Gambling (✓)

2NT overcall = two lower unbid suits **WESTHEM**
 Michaels Cue-bids **GESTEM**
 Levensohl after 2-level overcall of INT (direct denies stop)
 Negative Doubles to 3♠ **NOU 113/117**
CO 13-15 CBS **BERGEM**
11-15 CBS **SPLINTER**
11-15 CBS **DONT**
11-15 CBS **Westhem**
11-15 CBS **1-2-0-6-0**

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES
 Double Jump in new suit = splinter if minor over major
 Jump Cue bid by opener = splinter raise
PSYCHICS: Rare

Israel Standard System Card

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
Pass				Not an opening bid			
1♠		3+	3♠	11-21 HCP	Single raise weaker than double raise Weak jump shift.	4 th suit forcing: game forcing. 2♠ check back Reverse by opener: forcing.	Jump cue o/overall=splinter Cue bid for overall=ask for stopper
1♦		3+	3♠	11-21 HCP	Single raise weaker than double raise	Reverse by responder: FG. 3 rd suit = F1	Preemptive jumps over overcalls
1♥		5	3♠	11-21 HCP	INT: NF; 5+ point raise = limit. 2NT = FG with trump support	As above	As above
1♠		5	3♥	11-21 HCP	As for 1♥	As for 1♥	Cue over comp = strong raise 2♠ = Drury (2M = min)
INT				15-17 HCP, balanced	2♠=Stayman, 4-way transfers: 3♠ = puppet ✓ 3♦/3♥/3♠ = strong, natural	After Stayman: major = inv, minor = F1 INT-2♠-2♦-3M = 5♠M+4M(xx)	As for 1♥ DBL at 3-level shows values
2♠	X		3♠	Artificial, strong near FG, Any suit(s), any shape	Natural, 2♦ = neutral, positive requires good suit	Cheaper minor = second negative thru 3♦	natural
2♦		6	3♠	6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♥		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2♠		6		6-10 HCP	New suit forcing; 2NT ask for feature if maximum	3NT = AKQxxx	Natural
2NT				20-21 balanced	Jacoby transfers, Puppet Stayman.		natural
3♠		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♥		6		Pre-emptive	New suit = forcing		
3♠		6		Pre-emptive	New suit = forcing		
3NT	X	7		Gambling	4♥ = natural.		
4♠		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT	X	7		Blackwood			
HIGH LEVEL BIDDING							
RKCB - 0314, 1 st step ask for Q trumps; then 5NT ask for specific Kings							
Cue = usually 1 st round before 2 nd .							
Splinters							